FIG. 1

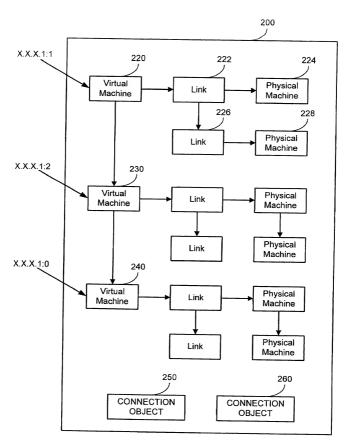


FIG. 2

	VIRTUAL MACHINE OBJECT	<b>30</b>
302	POINTER TO NEXT VIRTUAL MACHINE OBJECT	ĺ
304	VIRTUAL IP ADDRESS	1
306	POINTER TO A PORT OBJECT	1
308	POINTER TO LINK OBJECT	1
310	STATE	1
312	BACKUP	1
314	BIND ID	1
315	REPLICATE FLAG	
316	CONNECTION COUNTER	1

FIG. 3A

	PHYSICAL MACHINE OBJECT	318 /
320	POINTER TO NEXT PHYSICAL MACHINE OBJECT	1
321	PHYSICAL IP ADDRESS	
322	STATE	
324	NUMBER OF DITCHED CONNECTIONS	
326	CONNECTION FAILURE THRESHOLD	
328	POINTER TO BACKUP	1
330	PORT VARIABLE	1
332	CONNECTION COUNTER	1

FIG. 3B

	CONNECTION OBJECT	340 /
341 🤇	POINTER TO NEXT CONNECTION OBJECT	$\overline{}$
342	FOREIGN IP ADDRESS	7
344	FOREIGN PORT NUMBER	
346 🤍	VIRTUAL IP ADDRESS	
348 🤍	VIRTUAL PORT NUMBER	
350 📞	PHYSICAL IP ADDRESS	
352	PHYSICAL PORT NUMBER	
353	NUMBER OF RESENDS	
354	POINTER TO BUDDY CONNECTION OBJECT	$\neg$
356	PHYSICAL MACHINE COUNT	
358	VIRTUAL MACHINE COUNT	
360	DELETED	
362	TIMER	
304	STATE FLAG	

FIG. 3C

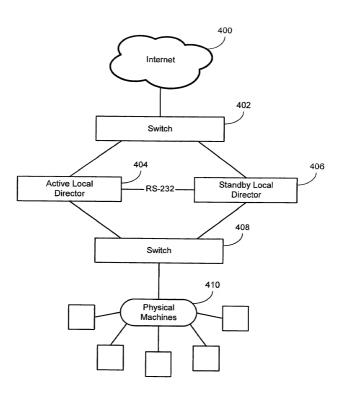


FIG. 4

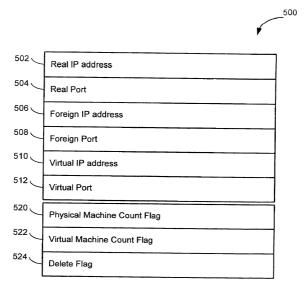
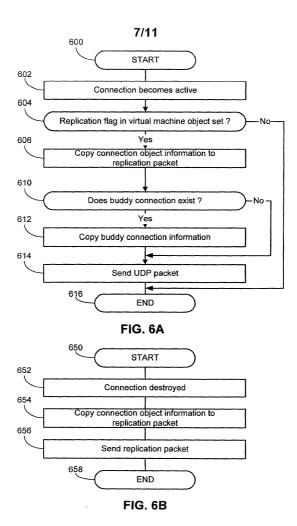


FIG. 5



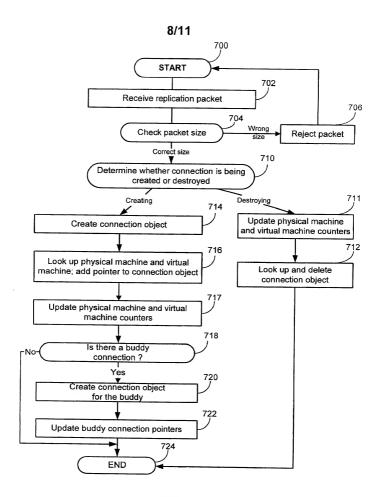


FIG. 7

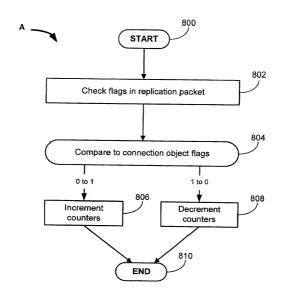


FIG. 8

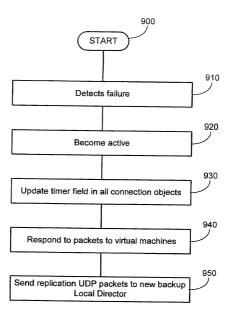


FIG. 9

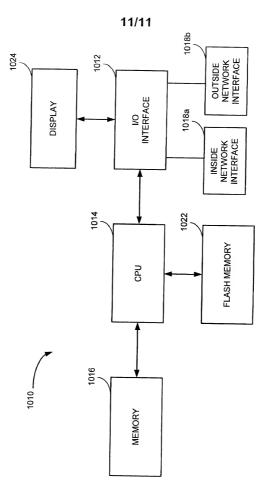


FIG. 10